

GREEN LAKE Plaza & Shade Garden Project
Third public meeting 2/6/07
Meeting Notes

Refer to Concept A and B on the Web site.

- Relocate walks as shown in Concept B
- Create locations for benches
- Create focus at back of pool wall
- I like the Community Center plaza redesign for café plaza shown in Concept A. Create a space for coffee court.
- Create passive sitting/social area near Hearthstone.
- Would love to see a nice gravel path under the allee of trees like what's shown in Concept B.
- Coffee kiosk by community center would be great
- Add Chess tables
- Love allee of trees
- The Focus/artifact at the back of the pool should be free-standing so that one can walk around it
- Create a Green wall on pool, like Capitol Hill library
- Is adding lighting an option or will it just be the existing?
- Will the existing picnic benches move? I like the idea of having order. What about large groups? *The existing picnic benches near the playground will be relocated to be closer to the playground. Some in the sun and some in the shade.*
- Concern that moving path to center would move people out of shade and rain protection. *There is enough tree canopy so that people will still be out of shade and rain when the leaves are out.*
- What about area where paths are now? Will grass grow? *Yes*
- Alley is still a dead end.
- Community Center is too ugly - needs to be taken down.
- Look at activity in the area now.
- Area by Heartstone is noisy. The narrow grass area might lose its current quality.
- Why aren't benches gathered in the Hearthstone area? *They are intended to be.*
- Provide ADA access to the benches across from the Heartstone
- Maybe put less money into café and focus on allee and Heartstone.
- Maybe connect the circle of benches across from the Heartstone to the side path rather than the main trail.
- Café area will connect people more to the Community Center
- Like idea of the center path under the trees. Make infrastructure investment that allows additions like benches later.
- Basketball area is noisy - may not be a good passive area.
- Play area and picnic tables are successful.
- Café area is quite busy. Open up the walkway that connects the main loop path to the parking lot.

- People congregate by drinking fountain on south side of Community Center. Focus improvements there.
- Area on south side of the Community Center is sunnier, much better. I don't think the café area will work.
- Don't want these improvements to limit future development of a new Community Center.
- Don't spend the majority of the funds under allee. Don't do so much paving at the pool wall.
- People love the edge of the planters provide informal ledges around the café area to allow for informal sitting.
- Skateboarders will love grinding on the steps around the café in Concept A.
- Who is going to sit on steps by the café?
- Can we trim trees in the café area to let more sun in? *Yes*
- How are people going to get through café area. *Trash bins would be relocated.*
- Kids play soccer under trees along the allee.
- Can we take out path in allee?
- Put garbage cans where they won't bother people
- Need a place to lock up bikes
- Like tables in allee.
- Relocating the path to the center of the alle is good for kids and provides shade.
- Like the gathering spot across from Hearthstone. Pull focus/artifact out from the pool wall.
- Like perpendicular trails that intersect with walkway between the allee of trees.

Conclusions: The project manager summarized the general themes of comments and proposed that the project will move through final design to achieve the following:

- Concept A – Create the café. Consider during final design: pruning cedars to let more light in; add informal sitting areas such as ledges and steps; refine location of cart and seating to consider that people will want shade and sun; and make sure trash bins are dealt with so that the access from the parking lot and center to the lake can accommodate people.
- Concept B – Consider refinements such as adding a green wall to the community center; pull the artifact away from the base of the CC wall so people can walk around it (or maybe it is a “Y” in the path. Possibly add benches later as funds/donations are available.
- Hearthstone – Consider making it smaller and move the access to the area so that it comes off from the path that leads from the main lake path to the road rather than the main path.
- The project manager will work with the GL Community Council to make sure they have meeting notes and can follow up on items not addressed by this project.